

The Simarili

Dedicated to promoting and humanizing the game of Diplomacy

Volume I Number 11

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Subs are 8/\$1, but not for long. As of issue #13 subs will be raised to 10/\$2. The reason being the price of first class mail increasing to 10¢ per ounce as of the first of the year. So if you plan to be around till then, you might consider extending your sub now. There are no game openings now, but I try to keep you informed of any which I hear of.

Game Openings: Jim Benes, 16 W 450 Honeysuckle #112, Hinsdale, Ill, 60521. The price depends upon a couple of factors; write Jim and ask him.

John Bieha, 4002 W 32nd Ave, Vancouver 8, B.C., Canada, has openings for MEII and MEIV, both of which are Middle Earth variants. He also has a couple of spots left in a regular Diplomacy game. Fees vary upon whether you are a member of the IDA. If you want a chance to play with one of the foremost Tolkien freaks, I'm signed up for both games.

Dave Staples generally has openings in several different games. Write him at RR 1, Box 120, Fargo, N.D., 58102 and inquire.

Jim Murphy, 7121 Tyrene Ave, Van Nuys, Ca, 91405 has game openings for both regular and IV games. The price is one dollar plus a sub of 8/\$1.

Greg Deriety, 2194 Mayflower Dr, Woodbridge, Va, 22191 has game openings at \$2 plus a sub of 7/\$1.

Herb Barents, 157 State St, Zeeland, Mi, 49464 generally has something going is all his various zines. He runs regular Diplomacy, Origins, multi-commander games. Why not write him and see what's happening.

On the last sheet is the ballot for the Roques' Gallery Magazine Poll #2; I hope that everyone fills it out and returns. For the price of an eight cent stamp let your feelings be known.

I've decided not to bother to put on a table of contents because there aren't enough people who read it to make it worthwhile. The games will always appear in the same order.

The Home Front

This is the last page and I didn't think I would make it. My fingers are dead. As you read through the zine, I think you'll notice that as you get closer to the back the typing errors get worse, as I leave out the r in error.

Last issue was pretty good except for the first and third pages which were a little dark. I got a nice response from my article on the room, thank you.

I don't know if they will show up on the stencil but every time I type anlower case , I get a smug above it. I think my typewriter is about due for its 50,000 word checkup.

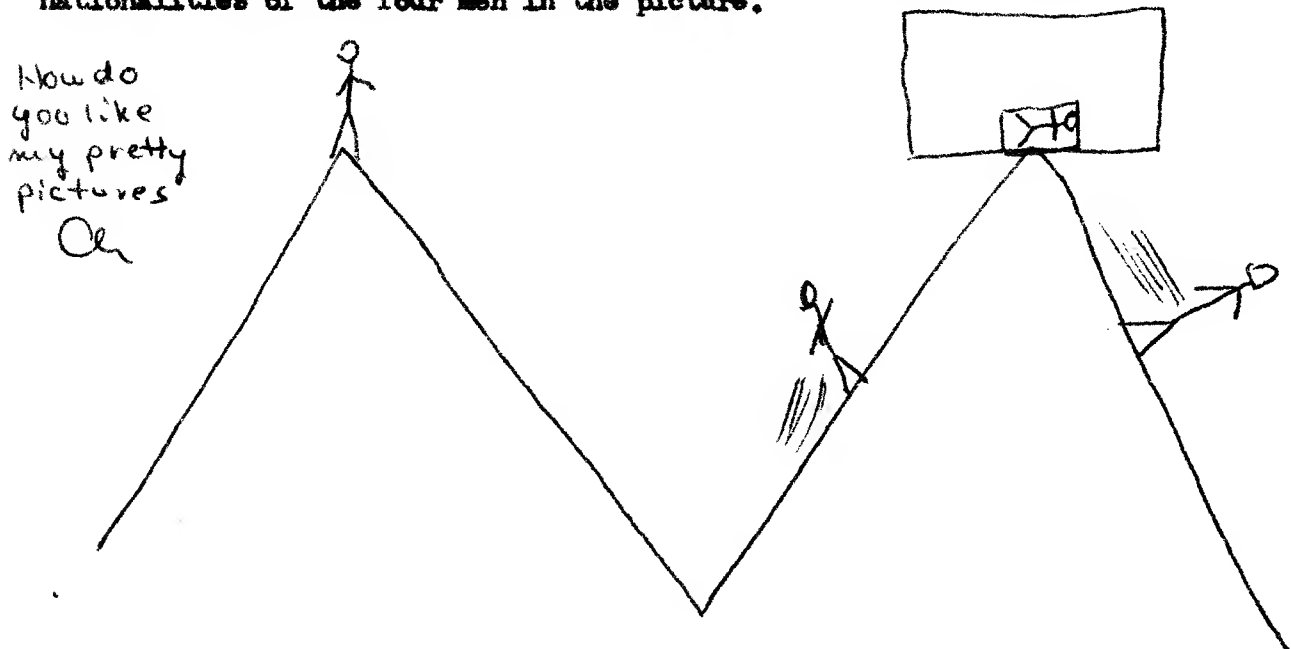
I'm going to try something to help speed up the games. If it appears that the Winter season will not be to complicated, I'll ask for both Winter and Spring moves together. You can make your Spring order conditional upon Winter builds/removals. If you want to see what happens during the Winter before you make your Spring moves, all you have to do is say so. But I think that many times there wouldn't be any problem involved, and that this will speed up the game. However keep in mind that if one player wants, the Spring moves will be delayed. Also, if I think there are enough builds/removals and/or retreats, I'll call for the season seperately. We'll have to see how it works.

In this issue are the rules to Third Age an earlier Middle Earth game. The reason that I printed it and that I'll be printing other Middle Earth variants is so some of you people out there can hpefully work on a Middle Earth variant which can have to things; a) good play balance, and b) some realism. That is the game would bear some appearance to what happened in the book. If this is possible or not I'm not sure. But hopefully someone will give it a try.

For those of you out there who have enough class to really get it together with the Beatles, but you've haven't been able to buy all their albums, you might try the new two album sets which are out. Right now I'm listening to Back in the USSR, you don't know how lucky you are boys.

I tend to get carried away at times. Yes I know, you wish someone would carry me away. I'm also getting very tired of typing and don't know if I'll make it to the bottom of this page.

I know I've got a joke to put at the bottom of the page. There are two mountains in the picture. The square at the top of one represents a house of ill-repute, the man in it is lying in a bed. The question is what are the nationalities of the four men in the picture.



The Games

The deadline for all games is Aug 3, 1973, 12:00 noon EST

1972AO Fall 04

Austria(Killer): A vie-Tri, A Con-bul, F Aeg-bulsc, A Gal S A Rum, A Rum S
A Gal, A Boh-mun, A Ser-gre
 England(Pohrte): F Nwy H, F Swe S F Nwy H, A Den S F Swe H/r/a/,
F Nth-edi, A Lon H
 France(Verheiden): F Mac C A gas-lvp, F Iri C A gas-lvp, F Kie S Ger
F bal-Den, F nat-Cly, A Ruh-bel, A Hal-bel, A Bur S
Ita A tyr-Mun, A gas-lvp
 Germany(Dick): F bal-Den
 Italy(Winter): A try-Mun, F apa-Adr, A Ank S F eas-Say, F eas-Say,
A Gre H, F Ion S A Gre
 Russia(Lanham): A War H, F stpec-Bot, F Nwg-edi, A mun-Ber, A Sev-run
F Arm-bla
 Turkey(Vagts): F Hla-ank

Supply Centers as of Winter 04

Austria: HOME, SER, HUM, CON, BUL 0
 England: LON, ~~IMP~~, EDI, ~~SEA~~, SWE, Nwy 0
 France: HOME, BEL, SPA, POR, HOL, KIE, LVP +1
 Germany: ~~SEA~~, DEN 0
 Italy: HOME, TUN, SMY, GRE, ~~ANK~~, ~~MUN~~ +2
 Russia: HOME, ~~SEA~~, ~~Nwy~~, ~~BER~~ -1
 Turkey: ~~ANK~~ -1 and out

The Russian fleet was
 retreated to NWG.
 Fred Winter lives on
 Sugarbush Ct.

Larry Hlandin is out of the game and replaced by Wayne. Arn Vagts is also out and I thank him for trying his best with a bad position. Looking at the map I can guess which units will be built and which taken off, so I'm going to ask for Winter 04 builds/removals along with Spring 05. I'll leave it up to you, if someone wants to see Winter first, fine just let me know. What it boils down to is this, if you want to combine the seasons sent in orders for both. If you don't just send in Winter and tell me. But everyone ought to send in Spring orders to be safe.

So the deadline for Spring 05 is Aug 6, 1973. If one person asks to just have Winter then we will.

Press

BERLIN, Sept 3, 1904: How about that I'm no longer the mighty midget of the game. I'm only tied for last place.

1972EI Fall 03

Austria(Glidden): A gal-Ukr, A rum-Ser, A Bud S A rum-Ser, F Alb-ven/imp/
 England(Kutta): F Nwg-Nth, F Nwy-swe, F Nth-den
 France(Hachmel): A gas-Plo, A par-Plo, A Spa H, E eng-Lon, F plo-Eng
 Germany(Walker): A War-mos, F Bot-swe, A Hol S A Bel, A Bel H, A Sil-war,
A tyr-Vle, A ber-Prus, F Den S F Bot-swe
 Italy(Schleinkofer): F Adr S A ven-Tri, A Tun-alb, A ven-Tri, F Ion C A Tun-alb
 Russia(Carlson): A Liv-mos, A Fin S F Swe, A Ser S Tur A bul-Rum, /r/Bul, Oth,
F Sev S Tur A bul-Rum, F Swe H
 Turkey(Dick): F Gre-bulsc/imp/, F Say H, F Aeg C A Con-gre, A bul-Rum,
A Con-gre

The deadline for Spring 04 is Aug 6, 1973. You may make moves conditional upon builds, removals, and the one retreat. If you want to see Winter first, tell me with your orders and Spring will be delayed. But you should all sent in your orders as if the two were combined.

ANKARA, Sept 3, 1903: The Emperor smiled today as the Austrians were thrown out of Serbia by the Russians. He said, "From what I've heard Serbia was totally gutted by the Austrians. It's been said that Austria was experimenting on the Serbian population with some kind of wierd gas. It seemed that more Austrians lost their lives in the experiment than Serbs. That's typical."

"I trust then not, good Kaiser. We spent many a session together, but no agreement could be reached on even one mile of territory. He insisted that all of Tyrolia belongs to Austria! Now we must move into a repatriate all of Austria."

1972ER Fall 03

**The English A Nwy retreated
to Finland**

Austria: BUD, VIE, ~~PRG~~ -1
 England: HOME, NWY, ~~BRN~~, SME, STP +1
 France: HOME, SPA, POR 0
 Germany: HOME, HOL, HEL, DEN +1
 Italy: HOME, TUN, TRI 0
 Russia: ~~STP~~, MOS, WAR, SEV, ~~PRG~~ -2
 Turkey: HOME, BUL, RUM, SER, GRE +2

The deadline for Winter 03 is Aug 6, 1973. There are two many retreats and builds/removals to try combining season, plus the fact that Austria may be played by another player. Harvey Lindauer, 120-18 Aldrich, NY, NY, 10475 is asked to submit standby orders for Austria.

Press

ITALIA GRENEIDER: The "John of the Year" wishes to express his best wishes to all of you for thier (confience???) in me. I shall indeavor to be worthy of the title.

ROME: What's the difference???

ANKARA(TBT): Government officals here are wondering just how conviently the Italians supported the Russians into the wrong province.

DAY 10 (Berlin-The Last Ten Days):

Drill Instructor: Why did you join up, son?

New Aviation Recruit: To win the war, Sir!

D. I.: And may I ask how you plan to do this?

New Recruit: By killing Germans, of course, Sir!

D. I.: One at a time?

"WUT UND BLUD": France & England, this is your last chance to surrender!

1972ES Spring 03

Austria(Truman): A Tri S A Tyr-ven/r/Vie; Otb, A Tyr-ven

England(Facer): NMR A Wal H, F Nth H, F Hwg H

France(Metcalf): F Bre H, F Mar H, A Spa H, A Del H, F Eng H

Germany(Moriarty): A Hol H, A Mun S Ita A Pie-tyr/nso/, A swe-Liv,

F Bal C A swe-Liv, F den-Ska, A ber-Sil

Italy(Keller): A Pie-mar, A Ven H, F Tyr-ges

Russia(Novak): F Hwy H, F stpnc-Bar, A Bud S Tur A ser-Tri, A run-Gal,

A liv-Pru, A mos-Stp, F bla-Con

Turkey(Jarvis): Fsmv-Eas, A con-Bul, F ion-Nap, A ser-Tri, A gre-Alb,

F aeg-Ion

F MAR-LYO, ASPA-MAR
FENG CADEL-WAL,
FGE-MAO, ABEL-WAL

The deadline for Fall 03 is Aug 6, 1973. Jack Moriarty is leaving in August for Europe. He is naming his own replacement, however he forgot to put the name and address in his letter. I'll get it to you next issue. ~~John Loeder, Box 1606, Huntsville, Ontario, Canada is asked to submit orders for France and Gerald Huang is asked to submit them for England, Gerald's address is 12 Revere Road, Post Washington, NY, 11050.~~

Press

MOSCOW: Beaten, battered by loses the fourth Royal Airborne Cossack Squad fight on for love of Mother Russia. The three gun boats of the Russian Navy bravely steam on to their fate. And in St Pete, leading the defence, Czar Gregory the Lessor angered by the refusal of Germany to send his Lock Nessies after paying for them has ordered an attack on Aqua-Land by the 10 men 4th Royal Airborne Cossack Squad.

ROME: New Pope; King Deposed; The Italian pariliment in a sudden and dramatic act yesterday chose a new king and persuaded the Council of Cardinals to choose a new Pope.

The old king was stripped of his sceptre and ridden out of Rome on a giant anchovie, while the Roman concert symphony orchestra played Deuchtland uber alles.

Lenard Goldstein and Kurt Swenson, the new press secretary and Prime

MOSCOW: The Czar today stated that any country who sets an unwelcomed foot on Russian soil will never be able to rest. The Russian people will never allow an enemy to occupy their homeland. So beware!

BERLIN: King Waheed was dismayed to read the Special note to Germany last season. Our good Friend the Sultan urged us to send at least a small detachment to Tyralia. He assured us that they would be no hard feelings. If we have offended you, please resume diplomatic contact. Our regime wants only peace and brotherhood to reign in Europe.

MUNICH: Southern Army headquarters issues a statement saying the armies of King Waheed may be moving soon. The direction to be taken was not disclosed.

1972FH Fall 02

Austria(Huang): A Rum S Rus A Sev/r/UKR, Otb, A tri-Bud, A SER S A Rum, F Gre S Ita F Aeg-Bulsc/nso/r/ Alb,Otb

England(Ray): F mgg-Nwy, F Ion-nth, A Bel-hol, F Nth-den/r/Eng, Yor, Edi, Nwg, Otb, F Ska S F mgg NWI

France(Riepl): A Par S A Bur, A Bur S A ruh-Mun, A ruh-Mun, A mar-Gas, F Mac H

Germany(Barents): F Hel S F den-Nth, A Mun S A kie-Ruh/r/Tyr, Sil,Ber, Kie, Otb, A kie-Ruh, A Hol-Bel, F den-Nth

Italy(DePrisco): F Ion C A tun-Gre, A ven-Tri, A tun-Gre, F Aeg S A tun-Gre

Russia(Bennett): A ukr-War, A Mos S A Sev, A Sev S Aus A Rum, F Swe H

Turkey(Wood): A Bul-ser, A gal-Rum, F His S A gal-Rum, A Arm-sev

Supply Centers for Winter 02

Austria: BUD, VIE, ~~TRI~~, SER -1

England: HOME, NWY, BEL 0

France: HOME, SPA, POR, ~~MUN~~ +1

Germany: BER, KIE, ~~MUN~~, HOL, DEN -1

Italy: HOME, TUN, TRI, GRE +2

Russia: HOME 0

Turkey: HOME, BUL, RUM +1

Since there are several retreats and builds/removals next season will be Winter 02. Orders will be due Aug 6, 1973.

Press

ROME(IUS): Italian Unreliable Sources released the news of failure on the part of Cap'n Crunch and his 1st fleet. First off, he failed to secure the Eastern Mediterranean Sea as ordered by the Italian high command. But to top that off, he goes and orders the 1st atny stationed in Tunis to attack Greece! Idiot, doesn't he know that Greece is under Austrian Rules? The fool goes and attacks our ally. Such incompetence. Another fine example of the Peter Principle at work. But never fear, Italy has more incompetents! Namely, Prince Vitaman, commander of the Italian 2nd army. No, Chic didn't type it wrong. See, ex-king Vitaman was demoted to prince when He goes and attacks Triest! No wonder Italy has such a poor war record. With fools like that in the Italian military, Italy will soon be out of this stupid war.

INDIANAPOLIS(Special): Did you hear what happened to Alonzo Oleoni, the famous Italian driver, at the Indy 500? He made only 4 pit stops; 2 for gas and 2 for directions.

ZOO LAND: Once again it is just about time for the mating season of the Bare Ents. It seems as though Chiago will be the first stop and then on to Derot. At Derot, the Woodies and Bare Ents should make a good showing, as they plan to make end meats of Herr Iker of Hill. It is said that the Iker is a bit over the Hill and that he will soon have a hard time making it to his house, which is on a mole hill.

STINKHOLE: Rumors are flying that all that is left of the Wombats in Iker palace are not even called tha, but are in fact nothing but Ding Bats.

CHAPEL HILL: Ring my chimes honey boy!

BOLSHILLS: The Order of Decadence for Enduring Realism today declared that the Iker of Hill was in fact the leading member in their group. It is noted that the Iker played with Beetles and that he had put them in his ears, and hangs around with such things as a James Gang and a Cooper. It is not known yet what the King Crimson would say if he heard about this his subject.

BLOOMINGGUILTCH: After enduring all this criticism for the last several months, Herr Iker of Hill has decided that enough is enough. He has decided to take steps against those creatures that dare oppose him. His first step was to go to Chiago to see who would dare show up against him. A Bare Ent appeared but pleaded mercy because of injuries suffered. The Iker decided to grant him this request, out of pity. It was a pity that he didn't go ahead and finish him off.

The next step will be to go alone to Derot and face the combined forces of the Woodies and the Bare Ents, and when you combine that it's a lot. These creatures are part of a subversive group known as the Measly Outmoded Warthogs, which are attempting to gain control of Meganer. Why anyone would want control of Meganer is beyond comprehension.

It is true that the Iker is involved with Beetles and James', but to say that he has anything to do with those things known as Coops is a supremum insult, and one for which the Bare Ent will pay.

HULLAND: Ring a ding ding, you sweet thing.

1973U Spring 02

Austria(Gallagher): Avie-Gal, A Tri-ven, A Bud S A ser-Rum, A ser-Rum,
F gre-Ion

England(Ryder): F lon-Nth, F edi-Nug, F Nuy-stpnc, A Hol-mes/imp/
F nth-Ska

France(Hachnel): A bre-Pic, A par-Bury, F nar-Spasc, A spa-Gas, Fpor-Mao,
A Bel S A par-Bur

Germany(Magle): NMR, A Kie H, F Den H, A Mun H, A Ber H

Italy(Soroggia): ~~NMR, A Ven H, A Tur H, F Ion H/r/Tyr, Nap, Apr, Apr, Oth~~
~~A Fas H FION-TYR, AVENSATUS-PIE, ATUS-PIE, ATUN H~~

Russia(Schill): NMR, A War H, F Rum H/r/Sov, Bla, Oth, F Bot H, A Stp H, A SIL H

Turkey(Lindauer): F nuy-Eas, A bul-Gre, A con-Sny, F Aeg S Aus F gre-Ion

The deadline for Fall 02 is Aug 6, 1973. Dan Gallagher has a new address, 6425 Ring Louis Dr, Alexandria, Va, 22312. Pat Walker, 3355 W 34th Apt C, Indianapolis, Ind, 4622 is asked to submit orders for Germany. ~~Art Schlienger, 3208 E St, Phil, Pa, 19124 is asked to submit orders for Italy.~~ Rick Lewis, P.O. Box 1467, Scottsdale, Ariz, 85252 is asked to submit orders for Russia.

Press

LONDON: Newsflash-News secretary Dan Ziegler has just announced that the English will begin using the "Matador."

Matador.....? What's a Matador?

BUDAPEST: Reports of treachery on the part of Bishop Ravioli have resulted in his recall from the Russian front. Rumor has it that the Italian holy man will be shipped back to his homeland by Amalgamated Gallagher Freight company, which normally sends along a few men to protect its shipments.

TRADE NEWS AND REVIEWS(Via Vienna): A large shipment of Sultan Harvey brand Turkeys arrived in this capital. Upon examining the birds, The Emperor Daniel explained to the population that only time would tell whether the product would induce a fattening of the waistline or indigestion. "There was a choice of Pizza or Turkey," the rules said, "and the sales pitch for was nearly non-existent; so we took the shipment that looked fatter. May our decision not choke us."

TURKEY: In a recent nationwide free election, the Bulgarian people have decided, by an overwhelming majority of 87 $\frac{1}{2}$ %, to join their great and illustrious nation with the mighty and glorious Turkish Empire. The Sultan, upon hearing the news of the election from Bulgaria, immediately acknowledged and accepted the Bulgarian peoples wishes. As of this date, March 21, 1902, Bulgaria and the Turkish Empire have joined together into a union, which from this day forth shall be known as the Ottoman Empire.

OTTOMAN EMPIRE: Regardless of the fact that this newly formed Empire is less than one week old, Sultan Harvey has already concluded his first set of talks with Big Dan, Emperor of the great and noble Austro-Hungarian Empire. Information has been released between these two Empires to the public that military agreements between these two Empires have been reached but the nature of these agreements are not yet known. Directly following his meetings with Big Dan, Sultan Harvey had this announcement to make to the world. "The Ottoman Empire has given it's word in agreement, and shall stick by that agreement. What the Ottoman Empire has promised to do it shall. I only hope that all the other heads of state in Europe can say the same about their countries." Of course he was refering specifically to Big Dan of the Austro-Hungarian Empire. Spring 1902 should prove to be very interesting.

1973CW Spring 01

Austria(Foote): A bad-Ser, A Vis-gal, F tri-Alb
 England(Glidden): F lon-Nth, F edi-Nwg, A lvp-Edi
 France(Stuart): F bre-Pic, A par-Bur, A Mar S A par-Bur
 Italy(Lott): A Ven H, A rom-Apu, F Map-Ion
 Germany(Lowrance): A mun-Ruh, A ber-Kie, F kie-Hol
 Russia(Neslund): A mos-Ukr, A War-gal, F stpec-Fin, F Sev-bla
 Turkey(Van De Graf): A con-Bul, A smy-Arm, F Ank-bla

Wallace Neslund has a new address of Box 939, 1910 Caledonia Ave, Knoxville, Tenn; 37916. The deadline for Fall 01 is Aug 6, 1973.

Press

THE MONITEUR: The officials of the French government wish to extend apologies to the Imperial German Kaiser for failure to reply to his communications. Please excuse this condition as being attributed to excessive work hours and numerous other difficulties.

TO TURKISTAN-CONSTANTINOPLE: Hang in there.

BERLIN: The German people are pleased and relieved, to announce that the results of plebiscites in Holland and Denmark have resulted in an overwhelming public display of support for German administration. It is also announced that certain demilitarized zones have been established. For their part, the Germans will continue to recognize them. However, any violation of these zones will be met with the strongest of resistance.

1973Et Taile 02

Angmar(Nelson): A Glad S A Car-Rhud, A Mirk-Car, A Car-Rhud
Arnor(Hashnel): A arth-Fored, A Card-rhud, F Grey H-F.L., A Rhud Gund
Gondor(Clamen): F Belf-BAY B, A Anor-Calen, A Leb-Tolf, A Haro-N Harad
A Ith H, A Fang H
Harad(Larson): F Bay B C A Umbar-Anfal, A Kahnd-Ephel, A N Harad-Ephel,
A Umbar-Anfalas
Mordor(Lancaster): NMR, A Nurn H, A Ephel H, A Barad H
Rhevanion(Schill): NMR, A Mirk H, A Esga H, A Wild H, A Rhun H,
A Dol G, A LorienH

The deadline for Quelle 02 is Aug 6, 1973. It didn't dawn on me before that I would need standbys for this game. I'll try and get someone lined up in case either of the above two people miss next season.

Bill Larson has a new address of Midn William Larson 3c USNR, USS Manitowoc IST 1180 E Division, Fleet Post Office, NY, NY, 09501.

1973Yt Taile 01

Angmar(Glidden): A Carn-Etten, A Gund-N Mirk, A Rhud-Car
Arnor(Dick): A Arth-Fored, A Shire-Card, A Card-Ereg
Gondor(Stephanide): A Belf-F Belf, A Leb-Haro, A Anor-S Ith
Harad(Peterson): A Umbar-F Umbar, A N Harad-Haro, A F Harad-N Harad
Mordor(Swies): A Udun S A Ger-Ith, A Gorg-Ith, A Barad-Rhun
Rhevanion(Darling): A Mirk S A Esga-N Mirk, A Wild-Rhun, A Esga-N Mirk

The deadline for Quelle 01 is Aug 6, 1973. Tom Durling, I need a game fee from someone before the next season. I haven't recieved a fee either from you or Pat Lancaster. If I haven't received the \$4 by July 27 then I will find someone else to fill the position. Any of you players in this MEIV are welcome to submit orders for those people who missed moves in the other game, hopefully they wouldn't be needed, but I want to make sure that the game is covered.

Press

?? Dear?: In that case, you've got 1000 years of work cut out for you.

FROM THE EDORAS SILMARTILLI (Edited by Chica Heoliker)

Dear Abi:

I am a peace-loving elf whose sons and gaughter have been my only joys ever since my wife departed for the Havnes. Some time ago an uncouth traveler who calls himself a Lone Ranger (or something like that) began visiting uninvited and has swept my daughter off her feet. It's not only his vulgarity or the fact that he's probably a fugitive from justice that

bothers me; he's also a human. I'm not prejudiced—some of my best friends are humans—but I don't want my daughter to marry one. It might lead to mongrelisation of the species!

Worried in Rivendell

Dear Worried: Shame on you for not being more tolerant. That's why I hate elves, they're so intolerant.

SHIRE: King Genad IX could not keep from laughing while he drew his jeweled dagger across a map of Angmar. So hard did Lord King Genad IX laugh and so much fun did he have that life was empty after he was done tearing the map of Angmar into tiny bits; that he succumbed to death as having nothing left to do.

SHIRE: The Next Day, King Genad XII was coronated today after the untimely death of Genad IX. In his speech, Lord King Genad XII said, "I intend to carry on the policies of the late King and have as much fun as possible." The new king then promptly left the festivities in search of a map of Angmar.

I have some space to kill because I just decided to have a double issue this time; so there will be plenty of room for everything. In fact I might have a problem filling all the pages; but I'll try.

If you read an article in TIME magazine you might have noticed that Alice Cooper drinks Bud. In fact he downs a pretty good amount every day. Could you imagine what would happen if the company were to do a commercial featuring Alice. I can see it now, Alice comes slithering into a bar and orders a Bud. He turns around and faces the camera and says, "I drink Bud because it's a man's drink."

Good and bad news from the US Commerce Dept. The bad news is that the Washington Monument is slowly sinking into the ground. The good news is that it wouldn't be completely out of sight until the year 11373. So if you want to visit; you better hurry.

To conceal infinity is a rugged task.
To live in the finite
But to think the infinite
Is the elevator shaft at dawn
And the spiral staircase to hell.
To desire to die in the living is uncommon.
To turn inside and see black,
But to know you're supposed to see white
Is looking away from the street corner murder
And wanting piece of mind,
To run from fate a thousand times is tiring.
To know you're falling
But to pray for uplifting

Is descending from your tower by the elevator
And walking to the corner to watch the sunrise.

--Robert Wacker

"If ever the free institutions of America are destroyed, that event may be attributed to the omnipotence of the majority, which may at some future time urge the minorities to desperation, and oblige them to have recourse to physical force. Anarchy will then be the result, but it will have been brought about by despotism...." Alexis de Tocqueville (1835) from Democracy in America

Chicago
Chicago
What a messed up town

At five o'clock Thursday I pointed the car north and headed for Chicago, along with the wife and another couple who were going to keep my wife company while I was at the DIPCON. Even before we got to Chicago we had a symbol of what to expect. We were about twenty miles from Gary, Indiana and I thought that I could see a front line in the clouds up ahead. It turned out to be a smog bank, instead. Coming into Chicago on the Calumet Expressway we had a nice traffic jam. It seems that there was a section of roadway about twenty feet long that needed to be redone. The traffic started backing up four miles ahead of this spot where the crew decided that there should only be one lane of traffic instead of three. It's a lot of fun to drive inbetween semis who are trying to get into your lane, when you're only driving a Capri you can't really argue with them. But the worse thing was the fact that when we got to where the road was being fixed there were three guys actually working on the road while there were seven watching them work.

After almost getting lost lost in downtown Chicago and having a nice talk with a policeman about the fact that you are not supposed to turn on the green, but on a special arrow, we made it to the hotel. The first surprise was that the hotel didn't have two doubles, in fact they didn't have one double, in spite of the fact that I had reserved two by phone and mailed in the deposit money. But we decided not to press the issue, and took two rooms with single beds.

As we had our bags brought up to the rooms, I asked the man on the front door where to put my car, he said just give him the keys and he would take care of it for me. I didn't even give it any thought as every other hotel I had ever been in had parked my car for me as part of their service.

After taking a short walk around the hotel, we decided just to watch some television for while as we were all awake from the trip. Knowing how outrageous hotel room service is my friend and I went out to buy something to drink. There was a package liquor store in the next block which we had seen earlier so we decided to go there. As we got within 50 feet, they closed at 10:30. So reversed our steps and went down about three blocks where we had seen a couple of other liquor stores, but they were also closed. We finally ended up getting some cakes from the Greyhound bus station.

Friday morning we were going to spend shopping and looking around the downtown. We decided to have some breakfast first, so I said lets go to the little coffee shop in the hotel, it should be first and not expensive. That was a joke, it took thirty minutes to get our order taken, and fifty cents for a piece of toast is a bit much. But then we had a good time shopping and looking around. Had lunch at a good Jewish deli and ended up back at the hotel in time for the show to begin.

First I went upstairs and looked around the various booths there were up. Nothing really out of the ordinary except for some guy in Chicago who has reprinted the Fletcher Pratt naval rules. If any one wants I'll be happy to give you the address of the guy to contact. I also found out that I had missed the last two issues of Moves, and wrote out a complaint form with the S&T people. How much good that will do I don't know.

Met Chuck Bolar (I think I just misspelled his name) and had a nice chat. He was telling me about all the times he beats Labelle at any type of

game. I then meet Bruce Chin, who had better be careful or his next set of orders is liable to get lost. Bruce sat there and tried to tell me that he didn't really know what was happening in the Aquarius game; naturally I didn't believe him.

Went downstairs and ran into the one person that I wanted to meet; even if I met no one else, Armadillo's famous publisher Coop; by the way, where the hell's my Armadillo. I'm sorry I couldn't resist. For those of you who are perhaps wondering where Armo is, just be patient, it will come and it will be worth the wait. Along with Coop, I met Mike Lind and Mark Tomnesen at the same time. I got talked into a FTF Diplomacy game and proceeded to stab anyone I could get close to. I don't know who won because I took off to go to dinner. That night we went out to a tremendous Chinese restaurant, and stuffed ourselves. When I got back I went down to Coop and Mike's room, from there we went up to someone's room and watched a Lord of the Rings game with Stan Wrobel as a Polish Balrog, and the Birsauron, the elf-eater playing Gandalf. How that happened I'll never believe.

Saturday morning started the Diplomacy tournament. I had decided that it would be more fun not to play and bother people; and proceeded to do that. I really spent the time meeting a lot of people who I know through the mail but had never met before. It's really funny how you get this idea of what a person looks like and then you have your conceptions blown. Besides the aforementioned persons a small list of the people I met were: Biehl, Boyer, Novak, Beyerlein, Buchanan, Birsan, Lakofka, Davis, von Metake, Barents, Pulsipher, Tilson, Smythe, Projansky, Dick, McCuiston, Massar, Klitzke, Hachnel, Stephanide, Pandin, plus several other people whose names escape me at the moment. There were many people who I didn't have time to talk to and I wish that I had been able to.

When I ran into Edi that morning he was kind enough to let me kiss his ring; I would hardly continue myself. Had lunch with Edi, Doug Beyerlein, Walt, Carol and Billy Buchanan, better known as the son of HA. That afternoon I took over a spot in an extra game and proceeded to go no where fast. That evening about nine of us decided to go out to dinner. I thought that it would be easiest just to go where I had lunch; it was a nice spot and not too expensive. So at 6:30 in the rain we took off. The place I was thinking was just around the corner from the hotel. Well it was closed, in fact so was every place else within three blocks. It was pouring down rain during out jaunt down the streets of Chicago, but we just walked in the middle of the street under the L. We finally found someplace about four blocks from the hotel and eat. Finished eating at eight and ran back to the hotel to be at the IDA meeting.

There wasn't the 87 people that we needed to have a general meeting so we just had a good dialogue between the people present and the council members who were there. Among the things worked out was a system of handling the elections, a game insurance program, vacancies in the council, overseas members, mid year rates, and various other topics. I was quite pleased with the meeting, I think that all of us on the council learned a lot. We are used to dealing with each other and we tend to know in advance how someone is going to feel about some thing. But it was different listening to all the people in the audience.

At the end of the meeting we discussed next year's DIPCON. Edi said that the way it generally works is that anyone who wants to handle the DipCON gets together and they decide where it will be. I suggested that it be held somewhere where the restaurants and liquor stores don't close at six in the evening. Conrad said he knew of a place that fit that description, Jamul; it doesn't have any restaurants or liquor stores. Len offered to hold it again

next year, and no one else offered so it will probably be in Chicago again.

About 12 that night we started a game of 1721, John Boyer's variant. I was palying Spain, Mike Lind-England, James Massar-France, Rich Swies-Austria, James Fish-Turkey, Coop-Russia, and John Biehl-Poland. John Boyer watched and keep track of the time. The game started off with Russia vs Poland, Turkey vs Austria, and England and I vs France. Turkey and Austria pretty much stood each other off with Russia occasionally helping one or the other. Coop keep stabbing John Biehl. While Mike and I slowly turned the corner on France. The game brook open within one when Mike and I finally got France and at the same time I stabbed Turkey and picked up two units from him to go along with the two that I picked up from France. Within another year, France had dropped out along with Austria. John Boyer took over Austria and started working with Turkey against Mike and I. Poland remained neutral for about two years then he came over to our side along with what was left of France. Russia threw in with Turkey and Austria. So the next two hours saw the good guys slowly go from the weak side to the streng side. It developed into a race between me against Turkey and Coop against Mike. I slowly gained through the Med while Coop and Mikeplayed around in Scan. At 5:45 Coop became convinced that it was over and we quit.

Sunday morning saw me walking around like a zombie, if anyone wondered why I seemed a little tired know you know. As was typical we spent an hour trying to find somewhere to have lunch.

Conrad von Metzke ended up with the largest amount of centers in the final game. He had 11; Smythe had 7, and Jeff Key ended up in third place. The Calhamer awards ended up as follows; Best Publication; Hoosier Archives; Best GM; Conrad von Metzke, Best Variant zine; Tangelo Express, Best Single Press Release; Fall of the House of Ver Flug (HA, 72CR), Best Series of Press Releases: a draw between The Dream Maker (Impassable, 72CJ) and Fall of the House of Ver Flug (HA, 72CR) both by Len Lakofka, Outstanding Regular Game: 72CR, the Average Aces Game in HA, Outstanding Variant game: 72Dcx, the LORD game in Jastrzab, Outstanding player: Brenton Ver Floeg, McCallum Award for Meritous Service: Conrad von Metzke who said that he would give it to Rod Walker for allthe work Rod has done for the hobby, Best Variant Designed for the Year; Blackhob Diplomacy.

*

I am not responsible for any spelling erros in the last several pages. When I typed them they were all correct, some demented dwarf has come in here and retyped them and put in mistakes.

*

Since I have about three and a half pages and I don't feel like thinking about writing something for those pages, I'll entertain you with some passages from Bored of the Rings. This book is copywritten by Harvard Lampoon, but if you don't tell them I wouldn't.

*

This book is predominantly concerned with making money, and from its pages a reader may learn much about the authors. Of boggies, however, he will discover next to nothing, since anyone in possession of a mere solety of his marbles will readily concede that such creatures could only exist in the minds of children of the sort whose childhoods are spent in wicker baskets, and who grow up to be muggers, dog thieves, and insurance salesmen. Nonetheless, judging from the sales of Prof. Tolkien's interesting books, this is a rather sizable group, sporting the kind of scorchmarks on thier pockets that only the spontaneous combustion of heavy wads of crumpled money can produce. For such readers we have collected here

a few bits of racial slander concerning boggies, culled by placing Prof. Toliens books on the floor in a neat pile and oing over them countless times in a series of skips and short hops. For them we also include a brief description of the soon-to-be-published-if-this-incredible-dog-sells account of Dildo Bagger's earlier adventures, called by him Travels with Gollum in Search of Lower Middle Earth, but wisely renamed by the publisher Valley of the Trolls.

Boggies are an unattractive but annoying people whose numbers have decreased rather precipitously since the bottom fell out of the fairy-tale market. Slow and sullen, and yet dull, they prefer to lead simple lives of pastoral squalor. They don't like machines more complicated than a garrote; a black jack, or a luger, and they have always been shy of the "Big Folk" or Biggers" as they callus. As a rule, they will avoid us, except on rare occasions when a hundred or so will get together to dry-gulch a lone farmer or hunter. They are a little people, smaller than dwarves, who consider them puny, sly, and inscrutable and often refer to them as the "boggie peril." They seldom exceed three feet in height, but are fully capable of overpowering creatures half their size when they get the drop on them. As for the boggies of the Sty, with whom we chiefly concerned, they are unusually drab, dressing in shiny gray suits with narrow labels, alpine hats, and string ties. They wear no shoes, and they walk on a pair of hairy blunt instruments which can only be called feet because of the position they occupy at the end of their legs. Their faces have a pimply malevolence that suggest a deep-seated fondness for making obscene telephone calls, and when they smile, there is something in the way they wag their foot-long tongues that makes Komodo dragons gulp in disbelief. They have long, clever hands that spend a good deal of time around the necks of small, furry animals and in other people's pockets, and they are very skillful at producing intricate and useful things, like loaded dice and booby traps. They love to eat and drink, play mumbledy-peg with dim-witted quadrupeds, and tell off-color dwarf jokes. They give dull parties and cheap presents, and they enjoy the same general regard and esteem as a dead otter.

It is plain that boggies are relatives of ours, standing somewhere along that evolutionary line that leads from rats to wolverines and eventually to Italians, but what our exact relationship is cannot be told. Their beginnings lie far back in the Good Old Days when the planet was populated with the kind of colorful creatures you have to drink a quart of Old Overcoat to see nowadays. The elves alone preserve any records of that time, and most of them are filled with elf-stuff, raunchy pictures of naked trolls and sordid accounts of "Orc" orgies. But the boggies had clearly lives in Lower Middle Earth for a long time before the days of Frito and Diedo, when, like a very old salami that suddenly makes its presence known, they came to trouble the council of the Small and the Silly.

This was all in the Third, or Sheet-Metal Age, of Lower Middle Earth, and the Bands of that age have long since dropped into the sea, and their inhabitants into bell jars of the Ripley's Believe-It-Or-Not Odditorium. Of their original home, the boggies of Frito's time had lost all records, partly because their level of literary and intellectual development could have been equaled by a young blowfish and partly because their fondness for genealogical studies made them dislike the notion that their elaborately forged family tress had roots about as steady as Birnham Wood. It is nevertheless clear from their heavy accents and their fondness for dishes cooked in Brylcreem that somewhere in their past they went west in steerage. Their legends and old songs, which deal mainly with oversexed elves and dragons in heat, make passing mention of the area around the Anacin River, between

Flywood and the Papier-Mache Mountains. There are other records in the great libraries of Tweeder which lend credence to such a notion, old articles in the Police Gazette and the like. Why they decided to undertake the perilous crossing into Qleedor is uncertain, though again their songs tell of a shadow that fell upon the land so that the potatoes grew no more.

Before the crossing of the Papier-Mache Mountains, the boggies had become divided into three distinct breeds: Clubfoots, Stools, and Naugahydes. The Clubfoots, by far the most numerous, were swarthy, shifty-eyed, and short; their hands and feet were deft as crowbars. They preferred to live in hillsides where they could snag rabbits and small goats, and they supported themselves by hiring out as torpedoes for the local dwarf population. The Stools were larger and oilier than the Clubfoots, and they lived in the fetid lands at the mouth and other orifices of the Anaoin River, where they raised yaws and gaiters for the river trade. Their closest relations were with men, for whom they handled occasional rubouts. Least numerous were the Naugahydes, who were taller and wisper than the other boggies and who lived in the forests, where they maintained a thriving trade in leather goods, sandals, and handicrafts. They did periodic interior-decorating work for the elves, but spent most of their time singing lurid folk songs and accosting squirrels.

Once across the mountains, the Boggies lost no time establishing themselves. They shortened their names and elbowed their way into all the country clubs, dropping their old language and customs like a live grenade. An unusual easterly migration of men and elves from Qleedor at this same time makes it possible to fix the date the boggies came on the scene with some accuracy. In the same year, the 1,623rd year of the Third Age, the Naugahyde brothers, Brasso and Brano, led a large following of boggies across the Gallowine River disguised as a band of itinerant graverobbers and took control from the high King at Ribroast. In return for the King's grudging acquiescence, they set up toll booths on the roads and bridges, waylaid his messengers, and sent him suggestive and threatening letters. In short, they settled down for a long stay.

Thus began the history of the Sty, and the boggies, with an eye to the statues of limitations, started a new calendar dating from the crossing of the Gallowine. They were quite happy with their new land, and once again they dropped out of the history of men, an occurrence which was greeted with the same universal sense of regret as the sudden death of a mad dog. The Sty was marked with great red splotches on all the AAA maps, and the only people who ever passed through were either hopelessly lost or completely unhinged. Aside from these rare visitors, the boggies were left entirely to themselves until the time of Frito and Dildo. While there was still a King at Ribroast, the boggies remained nominally his subjects, and to the last battle at Ribroast with the Shemlord of Borax, they sent some snipers, though who they aided with is unclear. There the North Kingdom ended, and the boggies returned to their well-ordered, simple lives, eating and drinking, singing and dancing, and passing bad checks.

Nonetheless, the easy life of the Sty had left the boggies fundamentally unchanges, and they were still as hard to kill as a cockroach and as easy to deal with as a cornered rat. Though likely to attack only in cold blood, and killing only for money, they remained masters of the low blow and the gang-up. They were crack shots and very handy with all sorts of equalisers, and any small, slow, and stupid beast that turned its back on a crowd of boggies was looking for a stamping.

All boggies originally lived in holes, which is after all hardly surprising for creatures on a first name-basis with rats. In Dildo's

time, their abodes were for the most part built above ground in the manner of elves and men, but these still retained many of the features of their traditional homes and were indistinguishable from the dwellings of these species whose chief function is to meet their makers, around August, deep in the walls of old homes. As a rule, they were dumpling-shaped, built of mulch, silt, stray divots, and other seasonal deposits, often whitewashed by irregular pigeons. Consequently, most boggie-towns looked as though some very large and untidy creature, perhaps a dragon, had quite recently suffered a series of disappointing bowel movements in the vicinity.

In the Sty as a whole there were at least a dozen of these curious settlements, linked by a system of roads, post offices, and a government that would have been considered unusually crude for a colony of cherrystone clams. The Sty itself was divided into farthings, half-farthings, and Indian-head nickels ruled by a mayor who was elected in a flurry of ballot-box stuffing every Arbor Day. To assist him in his duties there was a rather large police force which did nothing but extract confessions, mostly from squirrels. Beyond these few tokens of regulation, the Sty betrayed no signs of government. The vast majority of the boggies' time was taken up growing food and eating it and making liquor and drinking it. The rest of it was spent throwing up.

At some later date, I'll print about the finding of the ring. If you have a chance I would urge you to read this book; it will break you up.

*
*

Well I'm sitting here trying to think of something to write, but no having much luck. My fingers are tired from typing and I still have four pages left to go. Read Fred Winter's suggestion about where to hold Dipcon next year. He said that perhaps a Midwest state capital or St Louis. A city of that size would have hotels which could be used and they probably wouldn't be as expensive as Chicago, and perhaps the town would be nicer. Another idea would be to have it at a University somewhere. You could either have rooms in one of the dorms which would cost around \$10-15/night, or most universities have hotel rooms in their unions which are around \$20/night. The biggest problem here would be that many universities are as easy to get to as a large city by air. For instance there are only two flights into Bloomington a day from Indianapolis and one from Chicago.

But the major problem is this; as Edi said, you find someone who wants to hold the convention and you let them hold it where they want. Personally I would like to see it held somewhere in the Midwest for two reasons. First it would be easier for me to get there. Second there are a large number of people in the Midwest who would attend. Obviously the same arguments could hold for having it on the East Coast, but there are already a couple of good conventions in New York and Boston.

So as it stands Len's got next year's DIPCON, which will be in Chicago. The only thing I ask is that they get rid of the Gestapo they had this year. And I'll have to remember to take my own drinks with me next year before I leave. Unless we can talk Walt into having it in Indianapolis next year.

House Rules for the Silmarilli

1) The 1971 rulesbook will be used for all regular games of Diplomacy. This rule book can be purchased from GRI whose new address is Games Research Inc., 500 Harrison Ave, Boston, Mass, 02118.

2) All orders must be submitted on paper no smaller than a 3 by 5 card. Only one set of orders, for one country, for one game, for one season should be on one piece of paper. All orders must have the following: legible writing, either the Boardman number or the zine number, name of country, name of season, present date, and signature of player.

3) Any errors which are brought to the attention of the GM before the next season will be immediately corrected. Any errors which are found after that will be corrected at the discretion of the GM, depending upon how they effect the game.

4) The GM encourages such items as general orders, two sets of orders mailed seperately, and tentative orders mailed upon receipt of the zine. The set of orders with the latest date will be used. Late orders will be accepted only upon very unusual circumstances. Anything which is mailed one week before the deadline will be accepted. An extension of the deadline will be granted if a reasonable excuse is given. An extension of the

5) General orders will be accepted for a three year period. The more specific these orders are in directions and aims, the better off you will be if they are used.

6) Phone calls will be permitted, provided they are followed by mailed orders which are mailed within two days. But there is a warning, I am often out at nights, and you may reach my wife rather than me. Also no phone calls will be accepted which reach me after 11:00 PM CST.

7) Deadlines will probably vary depending upon the Post Office.

8) Games can be ended by a vote of all active players agreeing to end the game. The game will be declared a draw at the time of the vote. As far as the GM is concerned, a game can continue until there has been four games years without any change in supply centers.

9) Countries will be assigned by the use of a preference list.

10) There will be five seasons; Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds. How they are grouped together will depend entirely upon the circumstances.

11) Propaganda will be accepted subject to the laws of good taste and libel. Black propaganda will not be allowed. Black propaganda is defined as propaganda which attempts to seem like it came from someone else.

12) A player may resign and name his own replacement as long as he is not now nor has ever been a player in the same game. Anyone who misses two consecutive moves or three nonconsecutive moves will be replaced. Anyone who resigns without notice will be barred from playing in another game run by the GM.

13) Any other problems which arise and are not handled by any of the previous rules, will be settled in a manner consistent with any interaction between adult intelligent people. If that doesn't work, an impartial knowledgeable outside observer will be called upon to mediate.

14) The GM for The Silmarilli is Chic Hilliker, P. O. Box 1195, Bloomington, Ind, 47401. Phone 812-339-0933

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This is reprinted because there are several people who do not have copies and I was too lazy to find out who they were and mail them copies.

Third Age
Brian Libby

This game is a thorough revision of a game which has appeared in Don Miller's publications, Mordor Versus the World. In the map, the following abbreviations apply: EM, Blue Mountains; DG, Dol Guldur; Ett, Ettenmoors; Gap, Gap of Rohan; GF, Gladden Fields; Lor, Lorien; ME, Mouths of Entwash; MM, Misty Mountains; NI, North Ithilien; Rau, Rauros; Riv, Rivendell; Wiz, Wizards's Vale. One name was changed: it was easier to write the Elvish Erebor, rather than The Lonely Mountain, as in the original.

I. Except as changed below, all regular Diplomacy rules apply.

II. Third Age requires 7 participants: 6 players and a gamesmaster.

III. Third Age uses Double Armies (DA) and Triple Armies (TA) in addition to regular Single Armies (SA) and Fleets (F).

IV. Opening strengths and positions (*: May put on the Ring): Eriador: * SA The Shire, SA Evendim, F Ihun. Gondor: * DA Minas Tirith, SA Cair Andros, SA Lamedon. Mordor: *TA Barad-dur, DA Uduin, DA Minas Morgul, DA Moria, SA Mountains of Shadow, SA Carven, SA Angmar, SA Dol Guldur, SA Isengard. Rhovanion: *SA Erebor, SA Grey Mountains, SA Southern Mirkwood, SA Anduin. Rohan: *DA West Emet, SA Eastfold, SA Edoras. Umbar: * SA Havnes of Umbar, SA Harad, F City of the Corsairs.

In addition to those units there are "neutral" armies in Lorien and Rivendell. They may not move or support, but may be supported. They are DA against Mordor and SA against all other countries. When dislodged they are annihilated.

Minas Tirith is defended by the city garrison, which is considered a SA. It automatically defends when any foreign unit tries to move to Minas Tirith. It may never move or support, but may be supported, and its strength is added to any Gondor unit which is in Minas Tirith when attacked (unless such unit moves out). If Minas Tirith is occupied by an enemy, the garrison is permanently destroyed.

The Steward of Gondor may permit an allied unit to enter Minas Tirith but permission must be written and revealed during the move period. The garrison then continues to exist, but the Steward must continue to grant permission each turn. If, during any move, the foreign unit remains in Minas Tirith when the Steward withdraws permission, or if either power declares war on the other, the garrison vanishes without a struggle.

V. Umbar and Eriador have fleets initially, Umbar and Gondor only may build one additional fleet during the game. The Expeditionary Order: A fleet may embark an army, carry it any distance, and disembark it. The army must first move into the same province as the fleet (or vice versa). The army is then removed and is considered to be "inside" the fleet. The fleet may then, on subsequent moves, move normally. To disembark the army, the fleet must be in a sea province. The army can disembark to any adjacent coastal province. Disembarkation is an attack by the army on the province and the disembarking fleet may not support. If the army is stood off, it stays in the fleet and may subsequently be disembarked. If the fleet is attacked while disembarking, the disembarkation is cancelled; if the fleet is forced also, the army is annihilated. A disembarkation may not be used to support an attack, but it may be supported.

VI. A year in Diplomacy is a month in Third Age. The months are: Narviny, Nenime, Sulime, Virasse, Lotesse, Naris, Carime, Urime, Yavannie, Narquellie, Hisime, Ringare. Each month consists of two halves, Early and Late. The former corresponds to Diplomacy's Spring and the latter to its Fall.

The game begins in Early Nalie, 3018 and has no time limit. The year changes each early Narvinye turn.

VII.1. The game ends when one of the following things occurs; a) Mordor TA puts on the Ring, b) Mordor TA is destroyed, c) One player controls all the supply centers, d) A non-Mordor Ring-carrying army enters Barad-dur.

2. The winner is, in each case; a) Mordor, b) Gondor (if Gondor is gone then Rohan, Rhovanion, Umbar, Eriador, in that order, c) The Player, d) The leader of the Ring-carrying army.

VIII. A special feature of Third Age is The Ring. The Ring starts north (west) of the cross-hatched line. The Gamesmaster draws one card from a set which has one card for each province in that area (except external Mordor centers) and six for The Shire. If the province drawn is one in which there is an army, the appropriate player is secretly so informed. Other wise, the Ring is simply located in the province and its location is concealed until an army or a fleet moves into the province, at which time the Gamesmaster secretly informs the appropriate player. So long as no one Puts on the Ring, its location is not officially revealed to anyone other than the possessor. Of course the player who has the Ring may do whatever he likes with the fact. The Gamesmaster must be informed at all times of the whereabouts of the Ring.

The Ring can be: 1) Carried by any unit, 2) Put on by any starred unit, 3) Taken off by the unit which put it on, 4) dropped by any unit carrying it.

1) Any unit which moves into the province containing the Ring may carry The Ring. The Gamesmaster must be informed of whether or not this is done. The unit then automatically carries The Ring until a) it drops it, b) it puts it on, c) the unit is destroyed, in which case the Ring remains in the province of the destroyed unit and may be picked up and carried by another unit. Carrying the Ring gives no combat benefits.

2) Starred units having possession of the Ring may Put it on. This is done during a movement season in lieu of support, combat, or movement. This order made public and the location of the Ring is thus made known. Putting on the Ring succeeds unless the unit is destroyed that turn. A Ring-wearing army becomes a TA in normal combat and a QA (Quadruple Army) against Mordor, starting the turn after the Ring is put on. After wearing the Ring for two consecutive turns, the Army becomes a permanent QA; however, it can never Take the Ring off, cannot support or be supported by any units except its own and Mordor's, has the Iorien and Rivendell armies become DA against all its units, and can win the game only under condition c. In other words, Putting on the Ring will bring only a 1-turn advantage, for which the unit will have to give up two movement turns, unless the player wishes to become essentially another Mordor.

3) Taking off the Ring is done exactly as Putting it on. The Ring's position becomes officially secret after it is taken off.

4) Dropping the Ring is done secretly and requires no movement delay. The player merely informs the Gamesmaster that his Ring-carrying unit is leaving the Ring in the province it is in. The Ring may be dropped without movement of the unit.

IX. Tolfales is a sea province only.

X. All armies built after the game begins are SA

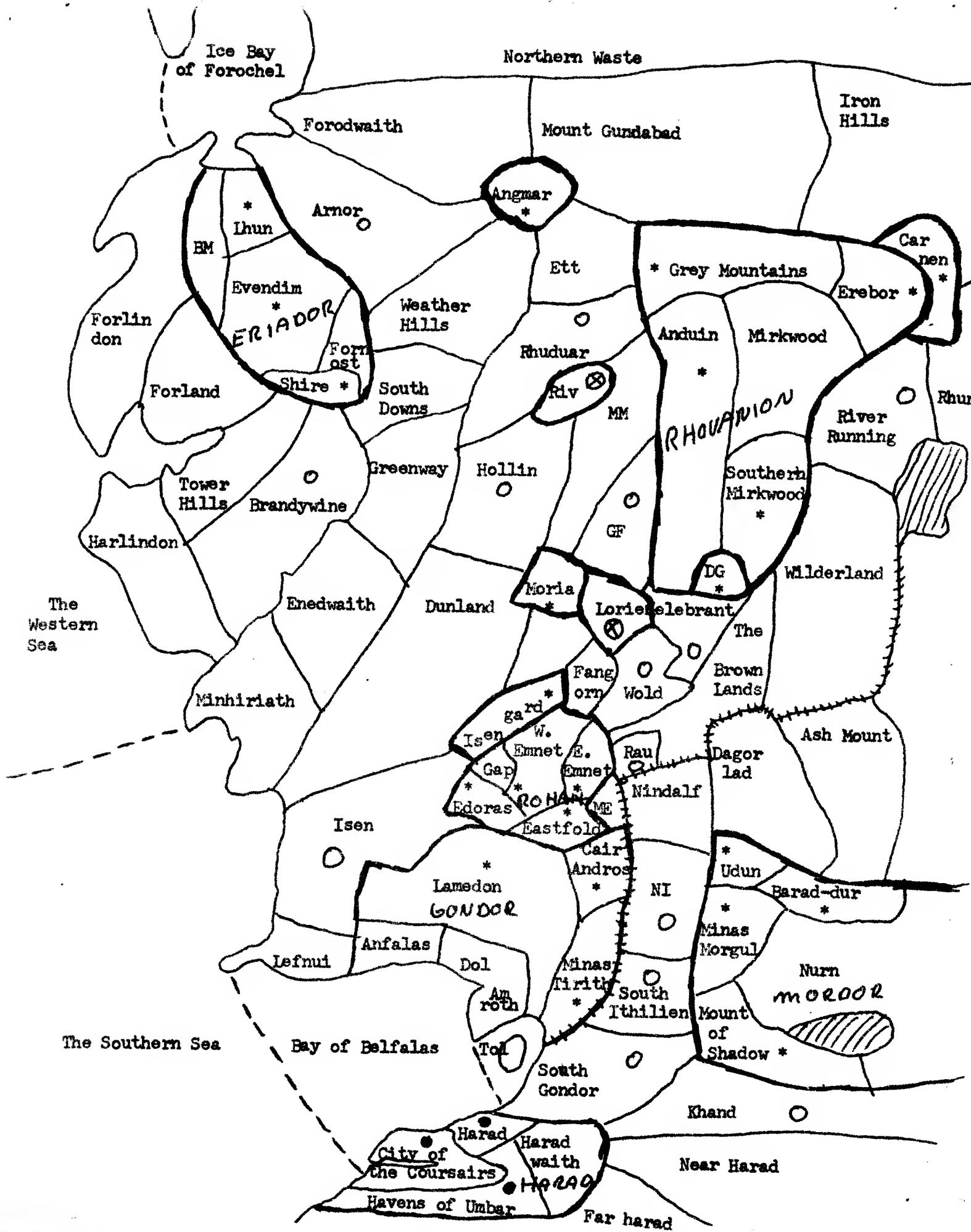
XI. DA and TA require only one supply center to sustain them.

XII. It takes an attack by 2 SA or a DA to nullify the support being given by a hostile DA. An attack by a single SA on a DA has no effect.

XIII. Units may not move onto the lakes.

XIV. Mordor may build in the external supply centers listed in IV.

XV. Brian Libby created this game. Unfortunately at this time, I do not know his address.



Anything

Anything is a new column that will appear occasionally. What it shall be is anything that I see in Everything that I think you might find interesting. For those of you who do not know what Everything is. It is put out by Conrad von Metzke and deals with the statistical side of our hobby.

What started all this was a phone call I received the other evening from Greg Novak, who wondered what the fastest game was in terms of game years. I know of one game which had ended in 05 with a win by Italy, but wasn't sure if that was the fastest or not. So I dug out all my copies of Everything and went through them to find out. There have been nine games ending with wins in 05. Actually there were ten, but the tenth had five countries in civil disorder at the end, so I'm not counting it. One of the nine was a four way draw. Which leaves eight games which ended in 1905 with single winners. Austria has picked up three of these wins and Italy has two, Russia two, and Turkey one. Upon thinking about it, it makes sense that an interior country would win more often in a quick game. Who are these people who sweep to victory? They're mostly unknowns like Brent Ver Floeg, Edi Birsan, Mike Rocamero, and Walt Buchanan.

Greg Warden is now in charge of the Orphan Games Project, and I'm sure that he will continue the excellent job that Conrad has done in the past. Should anyone wish to get in touch with Greg his address is 4305 Baltimore Ave, Philadelphia, Pa, 19104.

Games Begun / Games In Progress

<u>Year</u>	<u>Games Begun</u>	<u>Games Still In Progress</u>
1962	1	1
1963	3	-
1964	5	-
1965	23	-
1966	68	-
1967	56	1
1968	102	2
1969	97	12
1970	73	13
1971	144	77
1972	193	170
1973	122	120 (this is for the first 6 months)
Total	887	396

Conrad's projection of 240 games this year is still on the mark. Although I've noticed that the number of game openings seems to be slowing down. Things will probably pick up again this fall. If Conrad's projection is correct then by the end of this year, we'll hit 1000 games of Diplomacy, which isn't too bad.

If you think that you've been in a lot of games you might check out this partial list compiled by Hal Naus. This is only a very rough outline, and probably doesn't include a lot of replacement positions, nor any variants. Conrad-127, Hal Naus-104, Edi Birsan-89, Gerald White-72, Andy Phillips-66, Margaret Gemignani-65, Charles Reinsel-64, Larry Fong-45, Len Lakofka-42, Doug Beyerlein-41, Greg Warden-33. This list only includes still active players.

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I hope that you all return this ballot to Len. To make it easier for you all you have to do is tear off this last page, fold it in thirds with the center section of this page on the outside and put a stamp on it. It will already be addressed. You must be getting at least one mine, so fill it out and send it in. If you need more space to list mines, go ahead and use another piece of paper.

I've only got two more pages to type, I'm not sure if my fingers will make it or not, but I'll try. Till later, y

o
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Chic

*Larry: I mailed
you a check for \$5
last winter for a year
of XEUS. So far I have
just seen #1.*

Q

Len Lakofka
644 W Briar Place
Chicago, Ill
60657



Chic Hilliker
P. O. Box 1195
Bloomington, Ind
47401

Mail First Class to
Mail First Class to
~~Mail First Class to~~
~~Mail First Class to~~

Larry Peery
P. O. Box 8416
San Diego, Ca
92102